LESTER PARK-KNIGHT

SENIOR LIGHTING & COMPOSITING ARTIST

[ART STATION] | [REEL] | [LINKEDIN]
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EXPERIENCE AND PROJECTS

LIGHTING ARTIST | *FRAME MACHINE* | 2024 - PRESENT
FORTNITE IN-GAME COSMETICS STORE
- Lit and posed high-profile IP characters, props, and FX using real-time lighting in Unreal Engine 5

SENIOR LIGHTING AND COMPOSITING ARTIST | *DREAMWORKS FEATURE ANIMATION* | 2022 - 2024
WILD ROBOT | PUSS IN BOOTS 2 | TROLLS 3 | KUNG FU PANDA 4 | RUBY GILLMAN, TEENAGE KRAKEN
- Created and demonstrated lighting rigs and comp templates to artists for multiple sequences
- Optimized geometry, PBR materials, and pass-based workflows to improve render performance and meet tight deadlines

LIGHTING AND COMPOSITING SUPERVISOR | *NICKELODEON ANIMATION* | 2020 – 2022
KAMP KORAL – CG SPONGEBOB ANIMATED SERIES
- Managed, maintained, and refined the lighting, rendering, and compositing pipeline
- Mentored artists through feedback, remote reviews, and detailed documentation of best practices
- Developed tools and workflows—light rigs, comp templates, and Python scripts—for efficient multi-studio collaboration

LEAD LIGHTING AND COMPOSITING ARTIST | *NICKELODEON ANIMATION* | 2019 – 2020
KAMP KORAL – CG ANIMATED SERIES
- Collaborated with CG Supervisor, LookDev, and Art Directors to establish the series' lighting style and visual direction

LIGHTING AND COMPOSITING ARTIST | *NICKELODEON ANIMATION* | 2016 – 2019
"ALBERT" "TMNT 2012" "LUCKY" "AMUSEMENT PARK"
- Delivered shot-based lighting and compositing for stylized and realistic projects under tight production schedules

EDUCATION AND TRAINING

UNIVERSITY OF COLORADO DENVER | 2011 – 2015
BACHELOR OF FINE ARTS | *3D GRAPHICS AND DIGITAL ANIMATION*

CGMA COURSES
ART OF LIGHTING FOR GAMES [UNREAL ENGINE 5]
- Designed lighting for character and environment scenarios, emphasizing gameplay readability, mood, and composition
- Balanced performance and visual fidelity using static/baked lighting and player pathing considerations

INTRO TO UNREAL ENGINE
- Developed game-ready props and environments from concept to asset integration, lighting, and rendering

TECHNICAL SKILLS AND EXPERTISE

SOFTWARE:
Arnold, Houdini, Maya, Nuke, Photoshop, PBR Workflows, Post-Processing, Redshift, Unreal Engine 5
PROJECT MANAGEMENT & PIPELINE:
Cross-department Coordination, Feedback Implementation, Jira, Pipeline optimization, ShotGrid, Task Distribution, Team Mentorship